

**AN
INTERNSHIP REPORT**

ON

AIRPLANE GAME MANAGEMENT SYSTEM PROJECT

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Date: 2024/01/23

plane is also equipped with a booster which the user can activate with the right mouse button. The booster makes the plane travel at a faster pace. The booster gets depleted when being used and replenishes gradually when not used. At any instance the user can pause the game by pressing "p" on the keyboard. Pressing the key again will resume the game. The library glut.h is utilized in the implementation of the game as it provides a wide range of options to draw the necessary shapes.

Keywords : Computer programming, Project management, Computer engineering

ABSTRACT

Graphics provides one of the most natural means of communicating with a computer, since our highly developed 2D and 3D pattern recognition allow us to perceive and process pictorial data rapidly and efficiently. Interactive computer graphics is the most important means of producing the pictures since the invention of photography and television. It has the added advantage that with the computer we can make pictures not only of concrete real world objects but also of abstract such as survey results.

This project is a collision evasion process implemented in the form of a game. Here the user is allowed to control the movement of the plane through a collision course. The objective is to evade the obstacles and travel as far as possible. The plane's upward movement is controlled by the left mouse button. Holding and pressing the left mouse button takes the plane higher and releasing the button results in the plane descending down. As the distance covered increases the speed of the plane increases. The main obstacles are buildings and clouds. The user must make sure that no part of the plane touches either the clouds or the buildings. The

